

Nintendo

ENTERTAINMENT SYSTEM

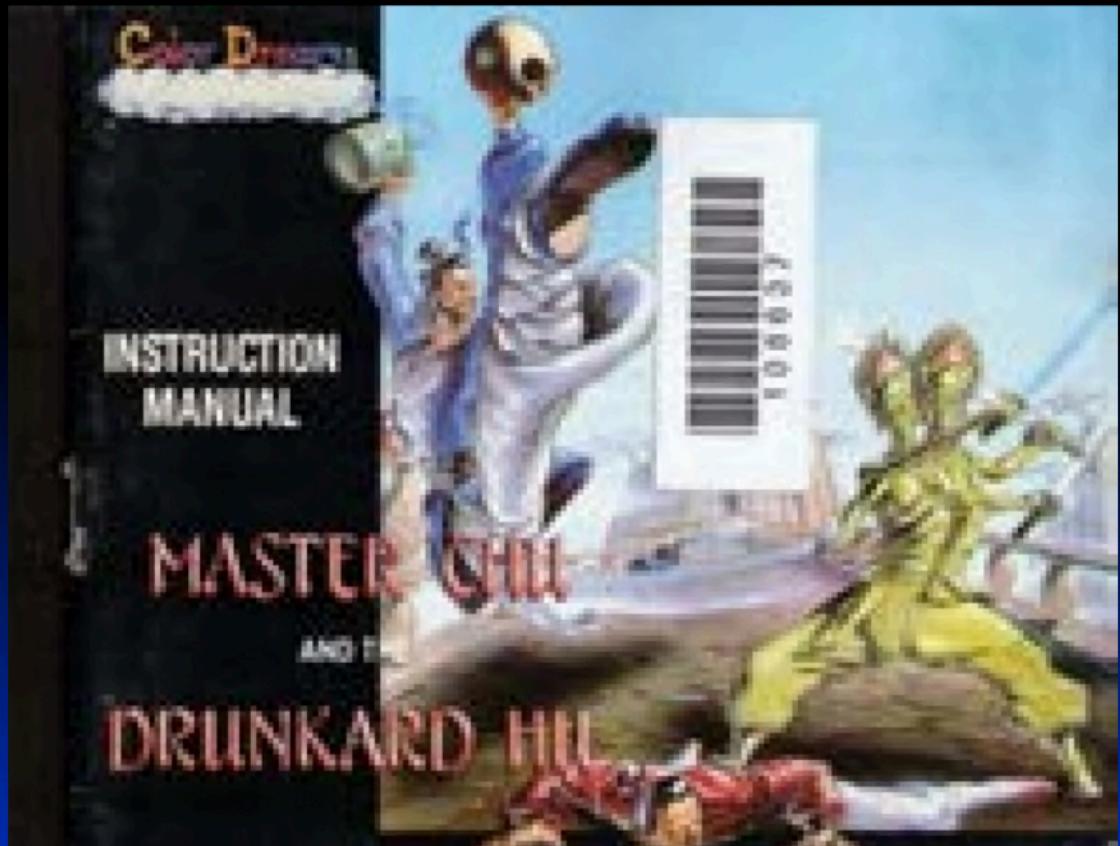


COLOR DREAMS, INC.
CUSTOMER SERVICE DEPARTMENT
2700 E. IMPERIAL HWY., BLDG. B
BREA, CA 92821

GameMaster

Nintendo

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Vision's Lair

MASTER CHI AND THE SHROOMS HS CONTROL SUMMARY

Controls

Left and Right Arrows:
Up Arrow:
Button A:
Button B:
Start Button:
Select Button:

Move Master Chi in the indicated directions.
Push Up Arrow to jump.
Push Button A by the:
Press the Start or the Select to block shots from enemies.
Start the game. Also freeze the game.
Select options on the screen.

Special Objects

Symbol of Harmony:
Flaming Key of Freedom:

Symbol of Knowledge:
Pearl of Power:
Mushroom
Amulet of Invincibility:
The Forest Star:

Collect 8 symbols to complete each world.
After defeating the boss (between worlds), collect the
key to enter the next world.
Allows double or triple shooting capabilities.
Reinforces life for 3 minutes.
Reinforces life forever (infinity).
Allows Master Chi invincibility for several seconds.
Gives you an extra life.

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Vision's Lair

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MASTER CHU AND THE DRUNKARD PU A fable

Return to a mythical time in the Far East, when the legendary Immortal-Twin Brothers, God of destruction, cursed your village with Fearsome and agony. Desperately he repeated failures to drive out Shiro's evil demons, great Raed Wraiths, Master Wu has turned into a drunkard. Now, Master Chu must search through hostile palaces and temples to find and destroy the four armed incarnations of Shiro. If you should live, just see your incubator, the Chonkaido Hotel! See me. Playing together can be a lot of fun.

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PROTECTORS

- 1) Store at room temperature. Do not subject to environmental extremes.
- 2) Always ensure that power is off before inserting or removing the cartridge from the Nintendo[®] System.
- 3) Keep contacts clean (do not touch them, and store the cartridge in its box when not in use).
- 4) Do not try to open or disassemble the cartridge.
- 5) Do not sit too close to your television.
- 6) Do not clean the cartridge with chemical agents.

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II. GAME CONTROLS

Left and Right Arrows:	Move Master Ody in the indicated directions.
Up Arrow:	Push Up Arrow to jump.
Button A:	Push Button A to fire a shot.
Button B:	Pushes the Power the Kirby to knock away from enemies.
Select Button:	Selects either one or two player mode. Also allows the player to continue a new game from the current world. You are only allowed to continue 8 times. If you pass beyond the 8th world, selecting continue will always put you back to the 8th world.
Start Button:	Starts the game. The Start Button is also used to Freeze the game during play.



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III. GAME MECHANICS

There are a total of 10 worlds and you are allowed 3 lives per player per game. In the first 7 worlds you must find and collect the 8 Elements of Harmony. When the symbol counter reaches 8, you will be killed and transported to stand with the boss in that world. You must defeat the boss and find the key which will open the door to the last world. Worlds 8 and 9 permit you to challenge the bosses directly. World 10 is where you will encounter the Master Twin Shrine Doctor.

Master (he and his partner (an optional second player), the Drizzard He, each starts with 12 units of life force. Every time the Master is hit or comes in contact with an enemy, the life force is reduced by 2 units. If the life force is fully depleted and the Master is hit again, you loose a life.

IV. DOUBLE PLAYERS

This game features simultaneous play for two players. If you are playing a double player game and one player loses all three lives, he must wait for the other player to finish. Upon the end of a double player game, both players will be given the option to continue. When the players are too far apart from each other, the screen will stop scrolling until one player moves away from the edge of the screen. This way both players will always remain on the screen.

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■ SPECIAL ITEMS

Try to find these items by shooting into dark holes or directly at objects.

Symbol of Harmony - When you have collected a total of 8 symbols, you will then earn your right to challenge the boss. The symbol counter is at the bottom of the screen.

SYMBOL OF HARMONY



Symbol of Knowledge - Allows double or triple shooting options.

SYMBOL OF KNOWLEDGE



Amulet of Invulnerability - Makes you invincible for several seconds.

AMULET OF INVULNERABILITY

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4 SPECIAL ITEMS POSSIBLE



PEARL OF POWER



LIVING CREEATURE



THE SACRED BOX



FLAMING KEY OF
FREEDOM

Pearl of Power - Represents your life force by Trunks.

Living Creature - This fast runner belongs to a rare and valuable species which can fully regenerate your failing life force. Catch them before they get away.

The Sacred Box - Collecting this treasure will get you across life. See which player can get to it first.

Flaming Key of Freedom - Unlocks the secret passage to the next world.

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SCORPION

Scorpio - One bite from this venomous snake will increase your life force by 3 minutes.

SCORPION



Tarantula - Hanging from the ceiling. These ruthless predators often catch prey by surprise.

TARANTULA



Cutter Centipede - A single possession of these killers can drain your power quickly. Shoot them before they stab their poisoned fangs at you.

CUTTER CENTIPEDE

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VS. ENTRAILS (Continued)



DRAGON

Dragon - Find its weakness, and you can disable its firebreathing power.



IRON SHELL

Iron Shell - Anticipation is the only way to avoid this fast moving enemy.



DEVIL'S HALO

Devil's Halo - Be on your toes, for their striking action can easily catch you off guard!

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H. ENEMY POWER



WINGED BLAST



FIRE DRAGON



BLAKED HEAT



DIABOLICAL TOUCH



SNAKE



FLAMMABLE DESTRUCTION



ARMOR



GREAT BALL OF FIRE



FLYING SPURTS

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Mr. BOMBER

Here are the biggest enemies that you will encounter in the adventure.



STUMP CREEPER



BASHER



SLIMEY SLIME



SPIDA



EYE, EYE,
EYE



DUMB DUMB HEAD

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COMPLIANCE WITH FCC RULES

This equipment generates and uses radio frequency energy which may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a reasonable installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- 1. Reorient the receiving antenna.
- 2. Relocate the HVC/PD/PW receiver to the receiver.
- 3. Move the HVC/PD/PW from the receiver.
- 4. Plug the HVC/PD/PW's antenna cable to the HVC/PD/PW receiver and an different outlet.

If necessary, the user should consult the dealer or an experienced radio/electronics technician for additional suggestions.

The user may find the following booklet prepared by the Federal Communications Commission helpful: FCCM-10 (super-VHF and MF/HF/LV/HF/UHF). To order, telephone 1-800-432-0305. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00246-4.

How do I get the latest information about Nintendo Entertainment System?

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WARRANTY INFORMATION

Coleco Industries, Inc. (MANUFACTURER) warrants to the original purchaser that the Coleco Entertainment System (CARTRIDGE) will be free from defective materials and workmanship for a period of 90 days from the date of purchase. If a defect is detected by the warranty service within the warranty period, Coleco Industries will either repair or replace the defective CARTRIDGE free of charge (except for the cost of shipping the CARTRIDGE).

TO RECEIVE THIS WARRANTY SERVICE:

1. Simply pack your CARTRIDGE together with the original outer point of purchase (Retail Box) and seal the box.
2. include a note stating the reason for the product complaint.
3. Address your package freight prepaid, to your point of shipping origin, within the 90-day warranty period to: COLECO INDUSTRIES, INC., 1000 COLECO DRIVE, CHESHIRE, CONNECTICUT 06412, U.S.A. 06412.

This warranty shall not apply if the CARTRIDGE

has been damaged by negligence, accident, modification, tampering, unreasonable use, or by other causes attributed to normal wear and tear or deterioration.

LIMITATIONS

IF APPLICABLE, ALL IMPLIED WARRANTIES, INCLUDING MERCHANTABILITY AND MERCHANTABILITY, AND FITNESS FOR A PARTICULAR PURPOSE, ARE EXPRESSLY LIMITED TO 90 DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL COLECO INDUSTRIES BE HELD LIABLE FOR CONSEQUENTIAL DAMAGES FOR THE LOSS OF ANY DATA OR UNPRINTED INFORMATION. THE EXTENT OF THE WARRANTY IS LIMITED TO THE UNITED STATES ONLY. SOME STATES DO NOT ALLOW EXEMPTIONS OR LIMITATIONS ON IMPLIED WARRANTIES, SO THE ABOVE EXEMPTIONS AND LIMITATIONS MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

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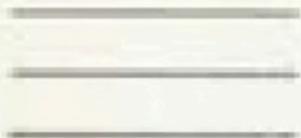
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三、在本办法施行前，已经取得《医疗机构执业许可证》的医疗机构，应当按照本办法的规定重新申请登记。

- | | | | | | |
|--|---|---|---|---|---|
| 1) I AM A MEMBER OF THE COMMUNITY | 1 | 2 | 3 | 4 | 5 |
| 2) I AM A MEMBER OF THE COMMUNITY THAT YOU PLAN TO RESIDE IN | 1 | 2 | 3 | 4 | 5 |
| 3) I AM A MEMBER OF THE COMMUNITY THAT YOU PLANT TO RESIDE IN | 1 | 2 | 3 | 4 | 5 |
| 4) I AM A MEMBER OF THE COMMUNITY THAT YOU PLANT TO RESIDE IN | 1 | 2 | 3 | 4 | 5 |
| 5) I AM A MEMBER OF THE COMMUNITY THAT YOU PLANT TO RESIDE IN | 1 | 2 | 3 | 4 | 5 |
| 6) I AM A MEMBER OF THE COMMUNITY THAT YOU PLANT TO RESIDE IN | 1 | 2 | 3 | 4 | 5 |
| 7) I AM A MEMBER OF THE COMMUNITY THAT YOU PLANT TO RESIDE IN | 1 | 2 | 3 | 4 | 5 |
| 8) I AM A MEMBER OF THE COMMUNITY THAT YOU PLANT TO RESIDE IN | 1 | 2 | 3 | 4 | 5 |
| 9) I AM A MEMBER OF THE COMMUNITY THAT YOU PLANT TO RESIDE IN | 1 | 2 | 3 | 4 | 5 |
| 10) I AM A MEMBER OF THE COMMUNITY THAT YOU PLANT TO RESIDE IN | 1 | 2 | 3 | 4 | 5 |

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